

DYNACOMP

# SPACE TILT

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## SPACE TILT\*

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### INTRODUCTION

SPACE TILT is a game of skill and patience. The object of the game is to "roll" a ball into a "hole" on a plane. The hole is randomly placed on the plane and is displayed on your TV screen. The Apple's game paddles are used to control the orientation of the plane about x and y axes. The ball simply follows the law of gravity and travels about the surface of the plane according to the game paddle settings. As you coax the ball to fall through the hole, you will find that the hole disappears only to be replaced by a smaller hole elsewhere on the plane. This process continues until the hole is reduced to the size of the ball itself, providing a challenge to complete the game.

### LOADING

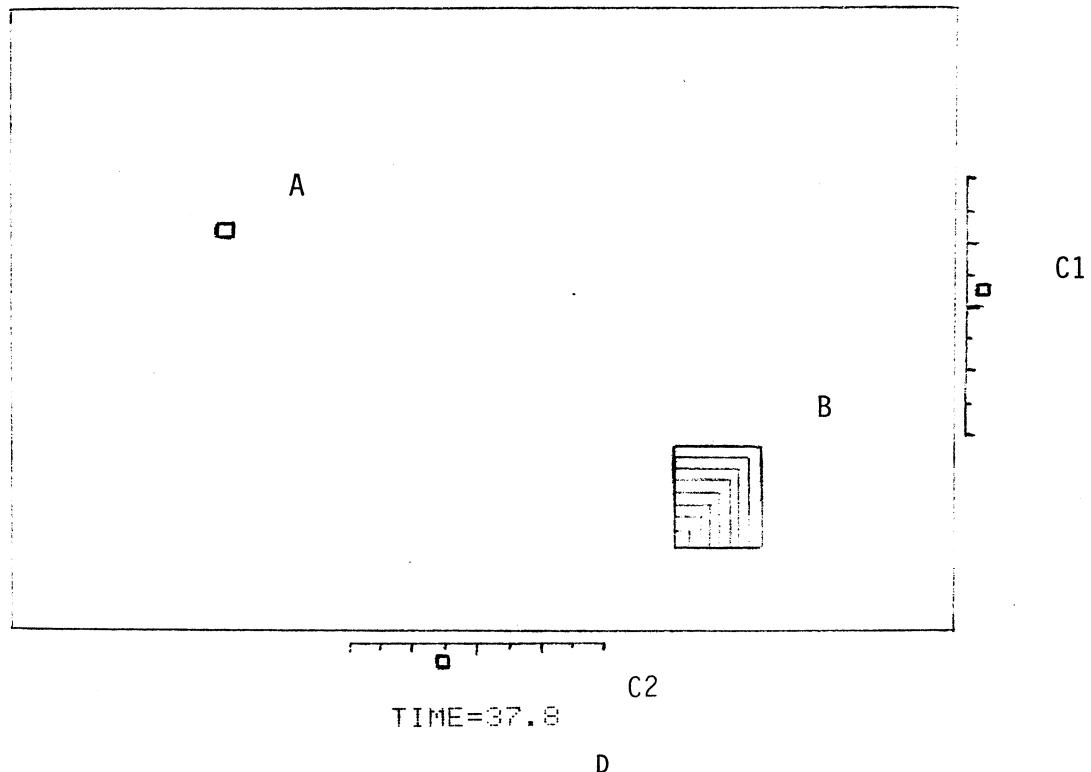
SPACE TILT requires the use of the Apple's game paddles. Make sure that the paddles are connected to your computer prior to power on. Also, make sure that you are running with Applesoft BASIC in ROM. Load the program using the LOAD command. If you have difficulties in LOADING, try lowering your volume setting. If you still have problems, try LOADING the backup recording on side B of your cassette.

Since most LOADING ERRs occur while reading the lead-in tone, you might try LOADING the tape from the point at which you obtained the ERR. For instance, when you get an ERR message, immediately stop the recorder and reset the computer. Do not rewind the tape! Type in LOAD and press the PLAY button on your recorder. In the unlikely event that you do have a defective cassette, contact DYNACOMP for replacement.

### PROGRAM EXECUTION

When LOADING is completed, type 'RUN' and press RETURN. You will be greeted with a message about the game. Execution begins when you depress any key. You will see a display which will look like the diagram on the following page.

\*Program code (C) 1980 by Barry Cox, Harrisonburg, Virginia.



The "ball" is represented by the blinking cursor (A). The "hole" is at 'B'. The ball rolls across the plane according to the orientation of the game paddles. Each paddle setting is indicated by the scales to the right of the screen (C1) and at the bottom of the screen (C2). Paddle C1 rotates the plane about the x axis; paddle C2 rotates the plane about the y axis. In the configuration shown, the ball should roll slowly to the top left portion of the plane. To make the ball stationary, adjust each paddle so that both indicators are in the center of their respective scales. It is suggested that only slight movements from the center positions be employed. This provides greater control over the ball's position and lowers the frustration level!

When you are successful in rolling the ball into the hole, the hole will disappear from the screen only to reappear elsewhere on the screen, but reduced in size. This will happen a total of five times; the last one presenting a hole barely larger than the ball itself!

As a measure of your proficiency, or as a means of comparison between more than one competitor, a "clock" (D) is displayed constantly totaling the elapsed time until the game is completed.

We are sure that you will enjoy SPACE TILT. If you have any comments about this or any other DYNACOMP product, please let us know. We do listen.